A FAIRY POSTER AND FUN PUZZLES INSIDE!

Issue 72

Disney Fairies

TinkerBell

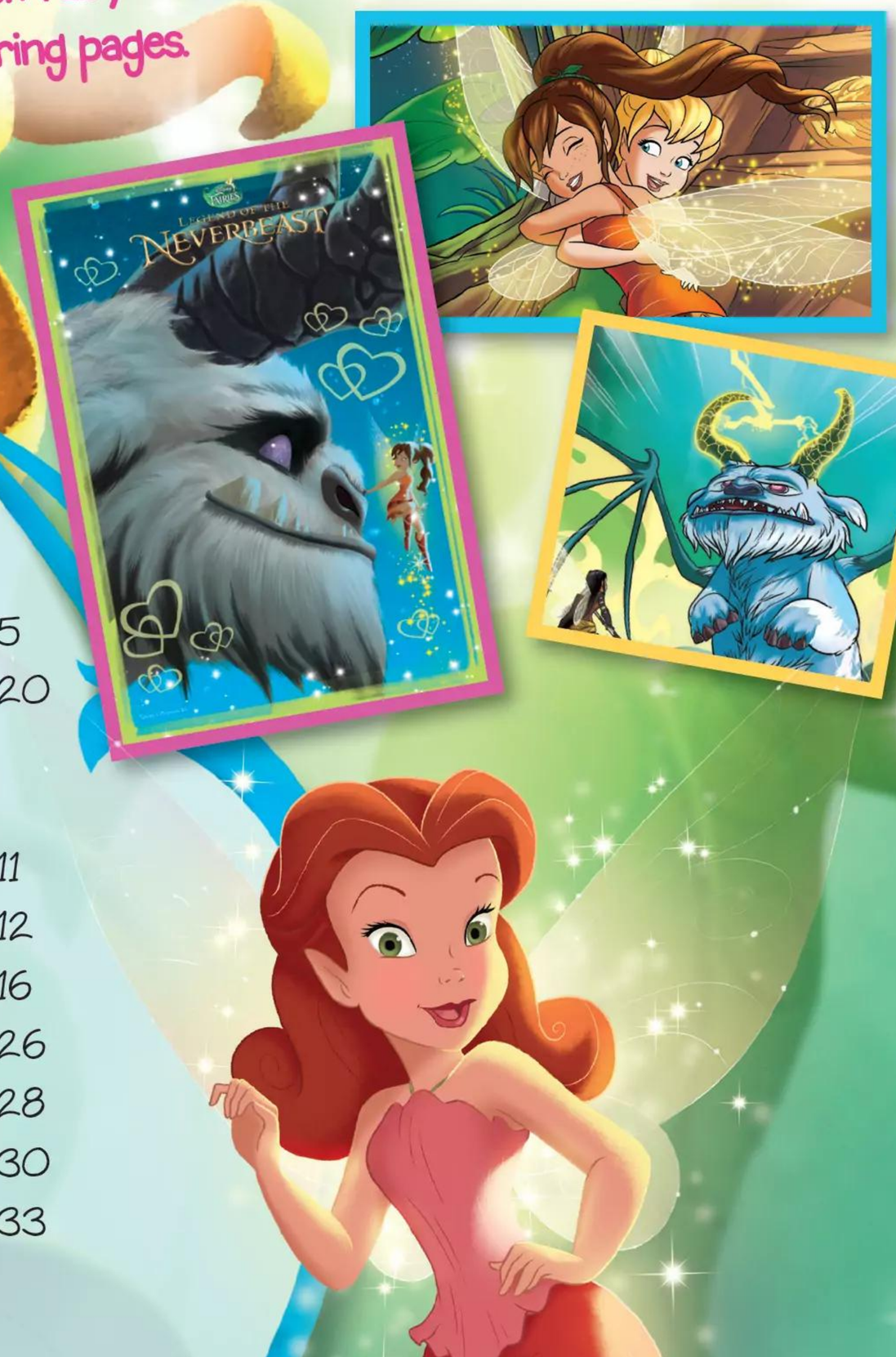
The World Around Us
THUNDER AND LIGHTNING

Fairy Story
THE GREEN STORM

Hello, fairy friend!

Disney Fairies TinkerBell

Welcome to this magical issue of Tinker Bell magazine.
Inside, you'll find pages packed with fairy fun,
adventures and enchanting coloring pages.



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This magazine belongs to... .....

Tink's Workshop

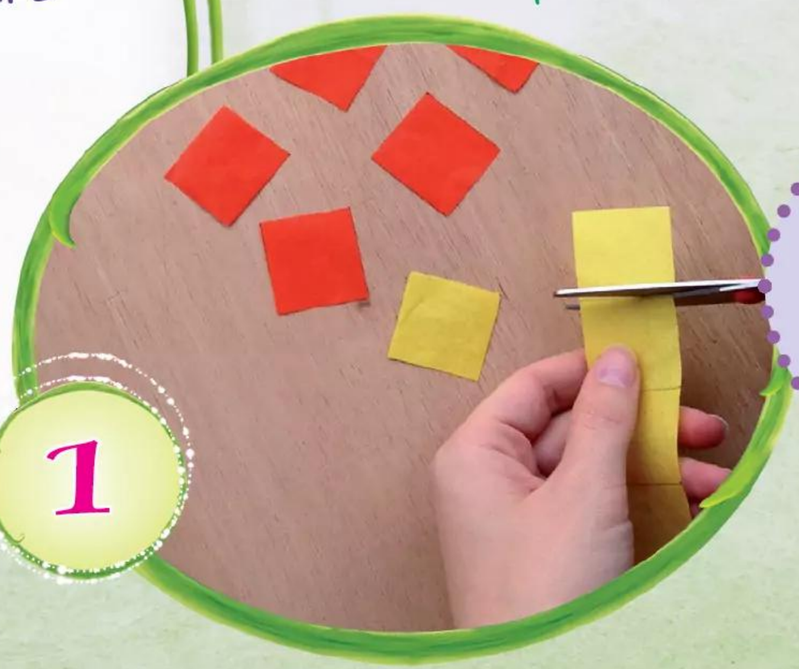
A Fairy Candle

Follow Iridessa's instructions and make your own fairy candle holder!

YOU'LL NEED:

- A GLASS
- ORANGE AND YELLOW TISSUE PAPER
- COLORFUL WASHI TAPE
- GLUE
- A PAINTBRUSH
- SAFETY SCISSORS
- RULER
- PENCIL

1



Draw and cut out 8 small squares of 3 x 3 cm from orange tissue paper, and 8 from yellow tissue paper.

2

Dilute some glue with water. Paint the mixture onto the outside of a glass then stick on the tissue paper squares in alternating colors. Leave a blank border of about 1 cm. Let the glass dry completely before going to step 3.

3

Cover the border with washi tape. Put the candle inside the candle holder and light up your room with magic!

The Green Storm (Part 1)

AFTER THE ACCIDENT AT SUNFLOWER MEADOW, NYX INVESTIGATES AND DISCOVERS THE LEGEND OF THE NEVERBEAST.

THE NEXT MORNING, A LIGHTNING STORM STARTS. WHEN FAWN FINDS GRUFF IN WINTER, TINK IS UNCONSCIOUS AND GRUFF HAS TRANSFORMED INTO A MONSTER.

FINALLY NYX SEES HIM.

HELP! HELP!

WHOOSH

BUT SHE CAN'T FOLLOW HIM NOW...

NYX!

GASP!

NYX HELPS FAWN TAKE TINK TO THE FAIRY URGENT CARE, AND...

SHE NEEDS TO REST, BUT SHE'LL BE **ALRIGHT.**

OH, THANK GOODNESS.

RELIEVED, FAWN LEAVES THE ROOM. SHE HAS SOMETHING IMPORTANT TO DO NOW!

FAWN KNOWS WHERE TO FIND GRUFF, SO SHE IMMEDIATELY FLIES THERE. HE LOOKS SO DIFFERENT...

GRUFF? I NEED TO SEE YOU.

CRASH!

HE IMMEDIATELY RECOGNIZES HER AND JUMPS DOWN.

SWOOSH

GRUFF...

IT'S AN AMBUSH! THE SCOUTS TRAP HIM WITH A CUDDLEVINE NET.

STAND FIRM!

ROAR!

SWISH

THUD

AND THEN, PART TWO OF THE PLAN...

SWOOSH SWOOSH

...THE NIGHTSHADE POWDER! GRUFF BECOMES VERY SLEEPY.

PHOOM

AS GRUFF DRIFTS TO SLEEP, HE LOOKS AT FAWN WITH HEARTBREAK IN HIS EYES.

GASP!

AND, DESPITE EVERYTHING, SHE FEELS EXTREMELY GUILTY AND UNSURE.

SIGH...

YOU DID THE **RIGHT** THING...

BUT THE GREEN STORM CLOUDS CONTINUE TO GATHER IN THE SKY...

WHATEVER THIS IS, IT SHOULD HAVE **STOPPED** BY NOW.

JUST STICK TO THE **PLAN.** IMMOBILIZE THE NEVERBEAST AND THE STORM DISAPPEARS.

DOES THE STORM **KNOW** THE PLAN?

NYX ORDERS THE SCOUTS TO TAKE COVER UNTIL THE STORM BLOWS OVER. MEANWHILE, FAWN VISITS TINK.

IT'S **OVER!** HE CAN'T HURT YOU ANYMORE.

NO, FAWN. HE'S MY **HERO!**

WHAT–?

WHEN I FOUND HIM IN WINTER, HE WAS ACTING REALLY **STRANGE...**

GRUFF! YOU HAVE TO HIDE...

!

CRACK!

GRUFF!

SWOOSH

CRASH

IF HE HADN'T PUSHED ME AWAY, I WOULD HAVE BEEN CRUSHED BY THE TREE! HE SAVED MY LIFE.

AND I **BETRAYED** HIM...

FAWN CAN STILL SAVE GRUFF, BUT THERE'S NO TIME TO LOSE...

WHERE ARE YOU GOING?

TO DO THE **RIGHT THING!**

AS THE STORM BECOMES MORE DANGEROUS, FAWN AND HER FRIENDS MANAGE TO FREE GRUFF, BUT HIS VISION IS BLURRED.

LISTEN TO ME. YOU ARE HAVING A REACTION TO THE NIGHTSHADE.

YOU CAN SEE MY **GLOW!** DON'T WORRY, GRUFF. I'M GONNA GET YOU OUT OF HERE.

FZZZZ

AFTER HE IS STRUCK BY LIGHTNING, THE MOST INCREDIBLE THING HAPPENS TO HIM!

GRUFF TRANSFORMS AND LIGHTNING SIZZLES FROM HIS HUGE WINGS. JUST THEN, FAWN GRASPS THE TRUTH ABOUT HIM.

FZZZZ

NYX GOT IT **BACKWARDS.** HE'S NOT HERE TO DESTROY US. HE'S HERE TO SAVE US!

THE TOWERS–THEY DRAW IN THE LIGHTNING... SO HE CAN COLLECT IT. IT'S WHAT HE'S BEEN PREPARING FOR THE WHOLE TIME!

NOW FAWN KNOWS HOW TO HELP GRUFF. FIRST OF ALL SHE SHOULD GUIDE HIM...

I UNDERSTAND. WE'RE GOING TO THE **TOWERS!**

IT'S TOO DANGEROUS!

FOR ONCE, MY HEAD AND HEART–THEY'RE ACTUALLY TELLING ME TO DO THE **SAME** THING.

THE GIRLS TRY TO STOP HER AGAIN, BUT FAWN HAS MADE HER DECISION: SHE'LL SAVE PIXIE HOLLOW FROM THE STORM!

ALRIGHT, BIG GUY. JUST FOLLOW MY **GLOW!**

FLY OFF TO PAGE 20 AND READ THE SECOND PART OF THE STORY!

Coloring

Oh no! Fawn has found Tink in the Winter Woods, but she is unconscious, and Gruff is gone! Color them with some hot colors to help keep them warm.

Free Gruff!

Have fun with Gruff
and your fairy friends!

TRACE THE WORD!

Fawn thinks
Gruff is the one
who has hurt Tink,
so she helps the scouts
to capture him
by luring him
into an...

AMBUSH

FAWN

NYX

TINK

FURY

WHO IS WHO?

After the
scouts use
nightshade powder
on Gruff, he can't
see. Help him figure
out who is who by
drawing a line from
the shadow to
the right fairy.

PATH FINDING

When Tink wakes up in the fairy urgent care, she reveals what really happened. Now the girls must free Gruff. Trace the path that will help the fairies reach Gruff in the scouts' headquarters.

ANSWER: B.

Thunder and Lightning

Clouds may look fluffy and calm,
but they are actually full of activity.
They can even create powerful
flashes of lightning.

© Colourbox

The Secret of Clouds

Just as rubbing a balloon on
your hair can create static electricity, particles
bumping together in a cloud can create an electrical
charge. As the cloud fills up with electrical charges, the
positive charges collect at the top and the negative
charges collect at the bottom. When the cloud's negative
charges race down to equal out the ground's positive
charges below, we see lightning. Lightning heats up the
air around it to almost 20,000 degrees Celsius,
creating a shock wave that
we hear as thunder.

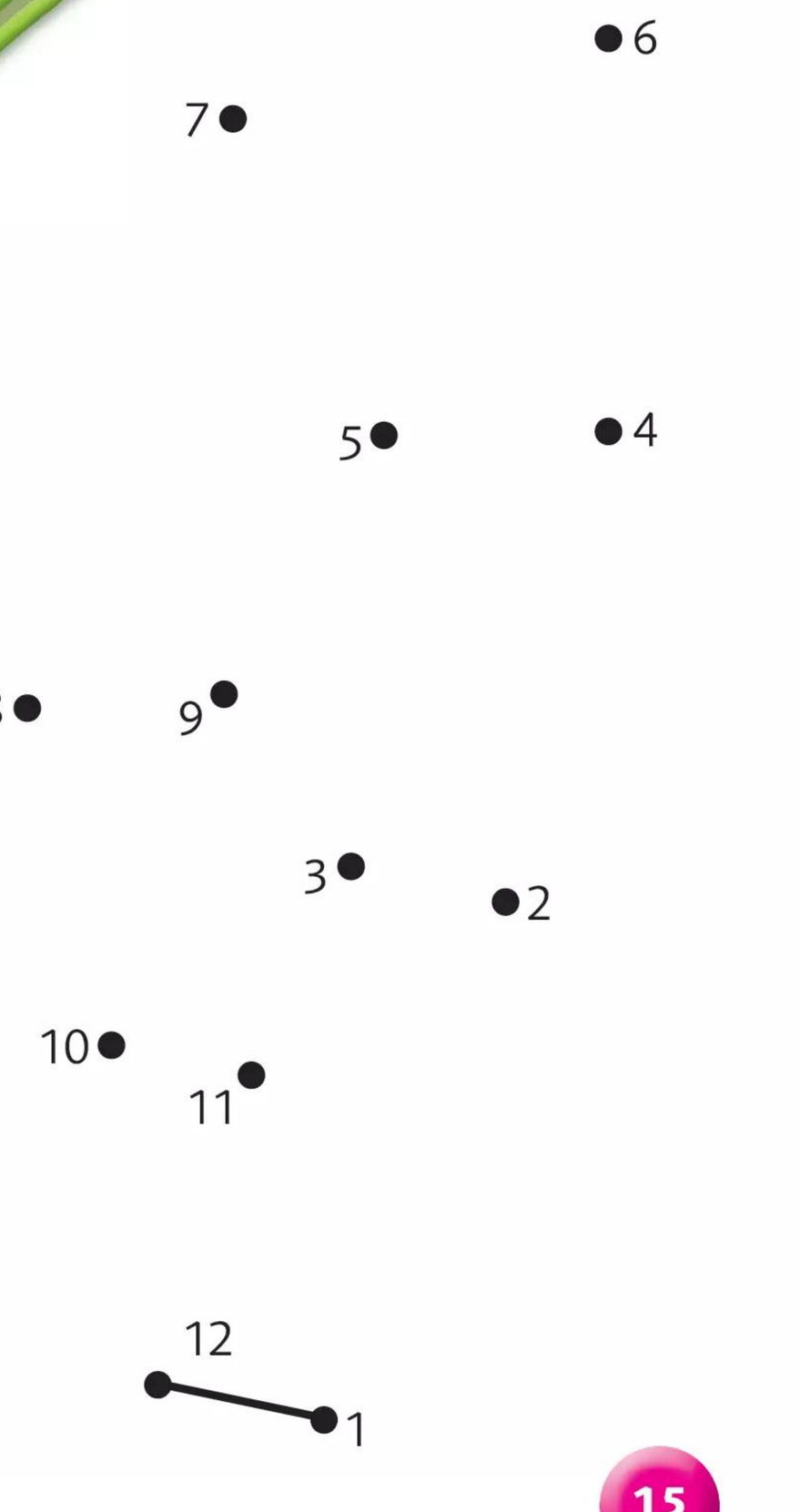
Where is the Storm?

To find out how far away the storm is, count the seconds between the flash of lightning and the rumble of thunder. For every 4 seconds, the thunderstorm is 1 mile away.

Lightning Facts:

- At any time there are over 2,000 thunderstorms happening worldwide, each producing over a 100 lightning bolts a second.
- That's over 8 million lightning bolts every day.
- Each lightning bolt is about 3 miles long but only about a centimetre wide
- A bolt is actually made up of between 3 and 12 individual lightning "strokes", each lasting only a few thousandths of a second.

Connect the dots to see what is hiding.



Coloring

Gruff has transformed into the NeverBeast, but he looks a little pale. Color him with some strong and powerful colors.

Never Creatures

Fairy Facts

Gruff isn't the only legendary creature living in Never Land. A lot of other friendly - and unfriendly - creatures live there too!

MERMAIDS

The mermaids in Never Land are very beautiful, but a little bit snobby. They prefer to stay together and not mingle with the fairies. They are famous for their songs, which they sing at all times of day.

DRAGONS

Never Land is home to only one dragon, but that is more than enough! His name is Kyto and he is very wicked. Kyto is the size of a small elephant, and he can breathe fire.

WHITE LADYBUGS

A rare type of ladybug found on Never Land. According to fairy superstition, they bring bad luck.

Disney Fairies

Legend of the Neverbeast

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The Green Storm (Part 2)

GRUFF AND FAWN REACH THE FIRST THREE TOWERS, LIT BY A CONTINUOUS STREAM OF LIGHTNING. GRUFF CHARGES AT THEM...

CRASH

...AND THE LIGHTNING SUDDENLY BENDS AWAY FROM THE TOWERS AND STRAIGHT INTO HIM, WEAKENING THE STORM.

FZZZZ

AFTER SERVING THEIR PURPOSE, THE TOWERS DISINTEGRATE INTO DUST. AUTUMN, WINTER AND SUMMER ARE SAFE.

ONE MORE, GRUFF!

CRASH

BUT WHEN THEY'VE ALMOST REACHED THE SPRING TOWER, A BAD SURPRISE AWAITS THEM...

GASP!

A MYSTERIOUS BOULDER SHOOTS AT THE TOWER AND MAKES IT EXPLODE BEFORE GRUFF CAN CARRY OUT HIS TASK...

NO!!

CRASH

GRUFF IMMEDIATELY LOSES CONTROL OF THE ENERGY CONCENTRATED IN HIS BODY AND CRASHES TO THE GROUND.

ROOOAAARRR!

THEN THE FAIRY BEHIND THE DESTRUCTION REVEALS HERSELF...

NYX! WHAT ARE YOU DOING?

SAVING PIXIE HOLLOW!

NO! **HE** WAS SAVING PIXIE HOLLOW!

WITHOUT THE TOWERS, THE STORM BECOMES MORE VIOLENT AND A BOLT HEADS STRAIGHT FOR THE SCOUT LEADER...

ZOT

NYX!

BUT GRUFF IS READY TO SAVE HER, AS HE DID WITH TINK!

crash

FINALLY, NYX KNOWS THE TRUTH, BUT IT'S TOO LATE TO MAKE UP FOR HER MISTAKE.

GET OUT OF HERE. GET **EVERYONE** TO SAFETY! **GO!**

AS NYX FLIES OFF, FAWN SEES GRUFF TRYING TO REBUILD THE TOWER...

BUT THERE'S NOT MUCH TIME! STOPPING THE LIGHTNING NOW WILL BE REALLY HARD.

GRUFF, IT'S TOO LATE!

THEN, FAWN AND GRUFF LOOK UP AT THE VORTEX OF THE STORM, HIGH ABOVE THEM...

!

AND THEY HAVE THE SAME IDEA!

FOLLOW ME!

WHOOOSH

AS SOON AS THEY RISE INTO THE MIDDLE OF THE STORM, THE LIGHTNING IS DRAWN TO GRUFF'S BODY.

BOOM BOOM BOOM

WHEN THE FURY OF THE STORM IS CONCENTRATED AROUND HIS HORNS, GRUFF PUSHES FAWN AWAY FROM HIM AND...

BOOOOOSH!

...HE BLASTS THE ENERGY OFF HIS WINGS, SENDING IT SAFELY OVER THE SEA. FAR FROM NEVER LAND.

WHOOSH

THE STORM IS FINALLY OVER, BUT THE CONSEQUENCES ARE TERRIBLE...

HELP THEM!

ALL THE FAIRIES DART UP TO CATCH THEIR SAVIORS AND CARRY THEM TO THE GROUND...

FAWN!

DON'T WORRY, WE'RE HERE!

GRUFF STAGGERS TO HIS FEET AS SOON AS HE REACHES THE GROUND. HE BEARS THE SCARS OF BATTLE AND HIS WINGS ARE BURNED AWAY...

GROAN!

BUT FAWN IS STILL MOTIONLESS AND EVERYONE FEARS THE WORST. GRUFF DOESN'T WANT TO LOSE HIS FRIEND.

!

HE NUZZLES HER, LOOKING REALLY SAD, AND ONE LAST TINY CURRENT OF ELECTRICITY FLOWS FROM HIM INTO HER BODY...

JUST THEN, SOMETHING AMAZING HAPPENS...

ZZZ

ROAAAR!

HEY. THAT'S MY BIG FURRY MONSTER!

HURRAY!

NOW EVERYONE KNOWS THE TRUTH ABOUT GRUFF, AND THE NEXT DAY HE HELPS THE FAIRIES REBUILD THE ANIMAL NURSERY, BUT...

THEY FINALLY SEE WHAT I SEE. TOOK THEM LONG ENOUGH, HUH?

YAWN

FAWN KNOWS THAT GRUFF'S WORK IS DONE. NOW IT'S TIME FOR HIM TO HIBERNATE FOR ANOTHER THOUSAND YEARS...

IT'S TIME...

SHE WANTS HIM TO SLEEP REALLY WELL THIS TIME. SO WITH THE HELP OF THE FAIRIES, SHE PREPARES A PERFECT GOODBYE FOR HIM.

I WON'T SEE YOU AGAIN... BUT I KNOW YOU'LL ALWAYS BE THERE WHEN WE NEED YOU.

I LOVE YOU, GRUFF.

EVERYONE'S GOING TO MISS GRUFF, BUT THEY WILL ALL KEEP HIM IN THEIR HEARTS FOREVER.

THE END.

Race to

Who will reach the storm
Find a friend and

START

FINISH

1

2

3 You sprinkle yourself with fairy dust. Roll again!

4

5

6

7 Tailwind! Move on 2 spaces.

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

23

24

25

26 You find some extra pixie dust. Move forward 3 spaces.

27

28

29

How to play:

You will need a die and a marker for each player. Each player places his marker at the start. Take turns to roll the die and move forward the number shown on it. If you land on a special tile, follow the instructions. The first player to reach the storm is the winner. Have fun!

the Storm!

first and stop it?
then play the game.

8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23

You lose your way in the stormy weather. Go back *1* space.

You are almost hit by lightning. Move back *1* space.

Your wings are getting tired. Move back *1* space.

Lightning in the Sky

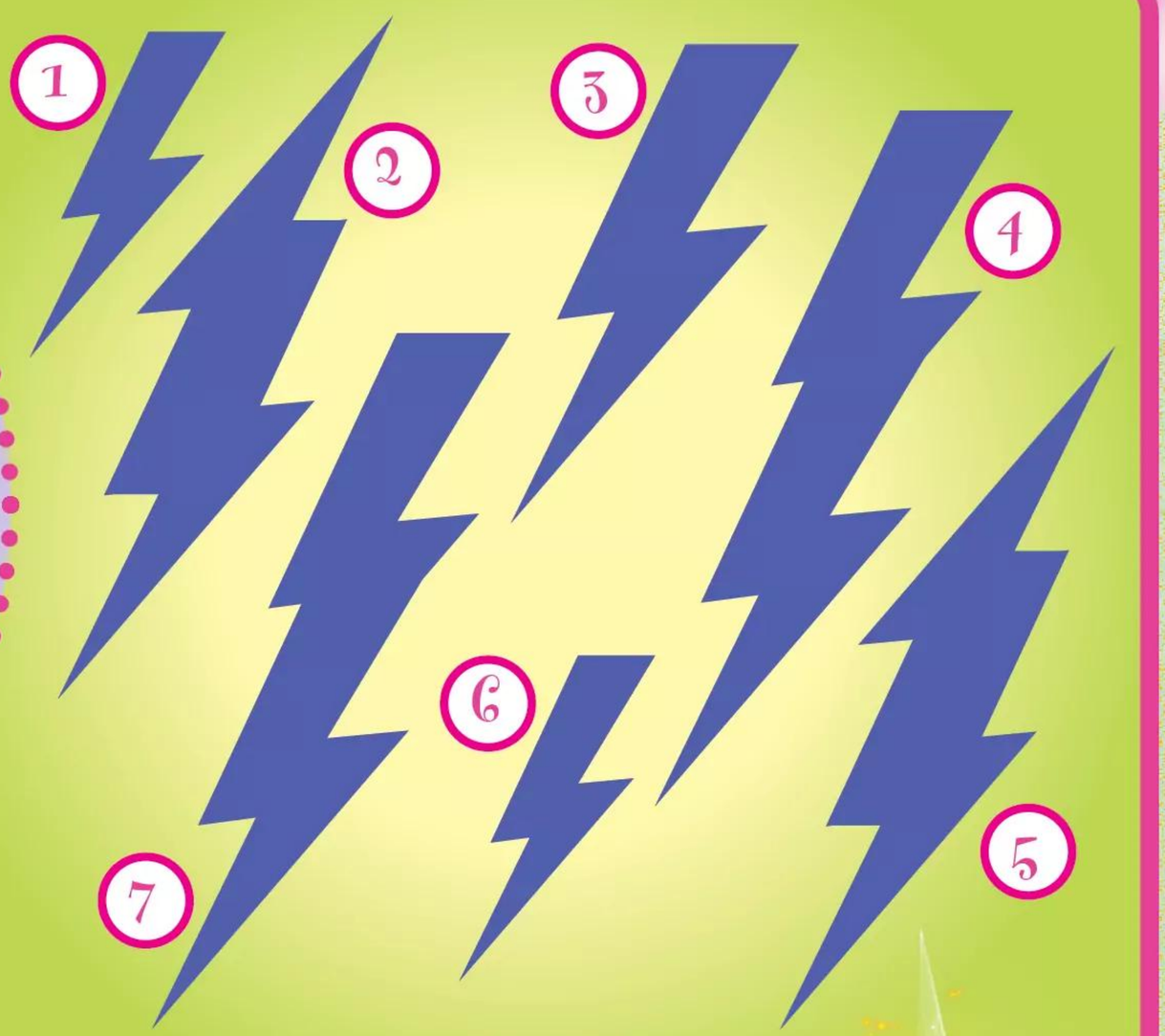
Spot the Differences

The fairies are very grateful to Gruff and Fawn for saving them. Can you spot 5 differences in the bottom picture?

ANSWER:

The Odd One Out

The storm created some magnificent lightning in all shapes and sizes. Can you figure out which lightning shape doesn't have a match?



ANSWER: 1/6, 2/5, 4/7. The only one without a match is number 3.

Trace the Line

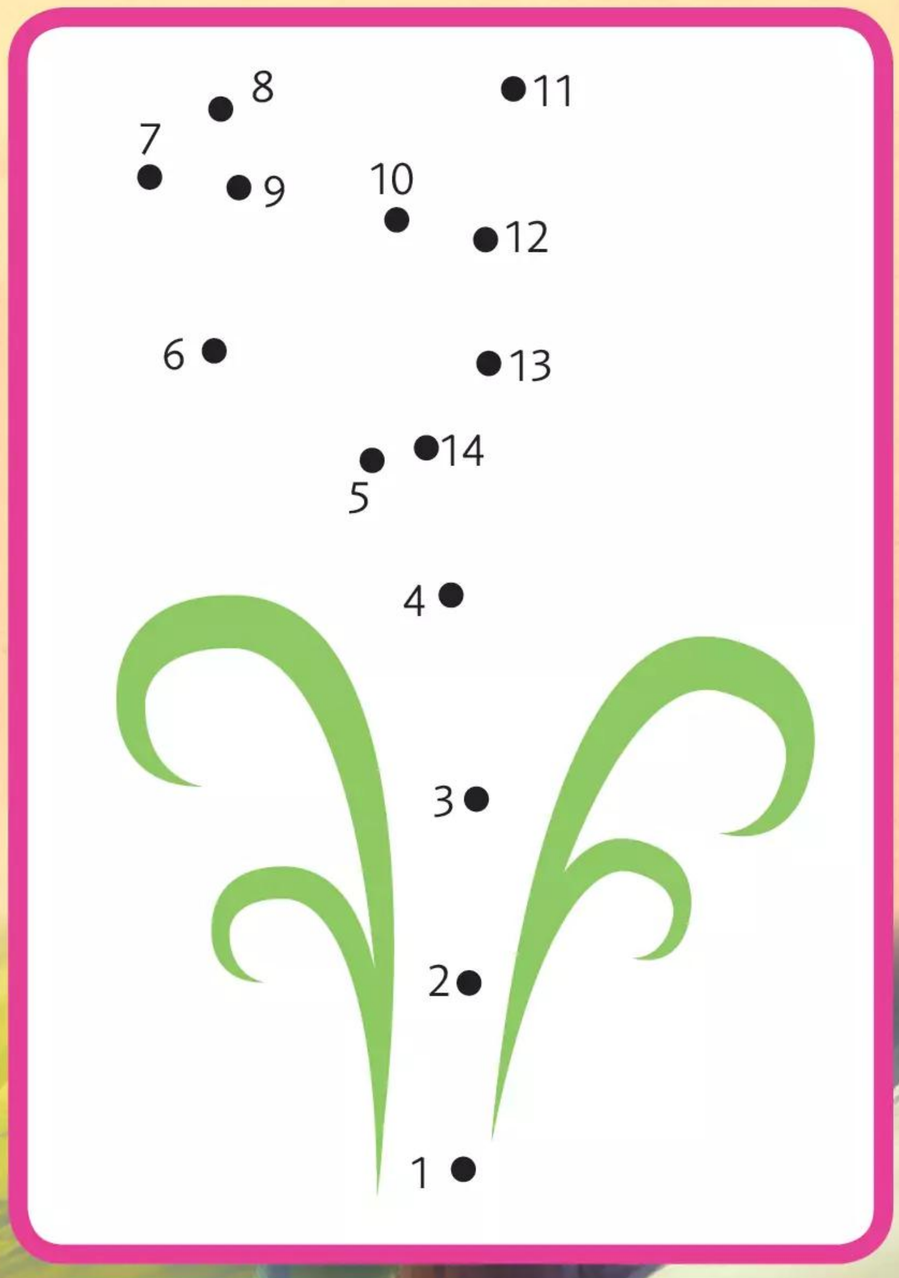
Help Gruff follow Fawn by tracing the bright line of pixie dust she has left behind.

After the Storm

All the fairies are working together to rebuild Pixie Hollow. Can you help them?

Connect the Dots!

As the fairies and Gruff rebuild Pixie Hollow, the first spring flowers are appearing. Connect the dots to see how beautiful they are.



Memory Game

Tink needs her tools to help rebuild the animal den, but first she must remember them all. Find a friend. Take turns to look at the tools for 10 seconds then cover them up. See how many tools you can each remember.

How Many Lights?

After helping the fairies rebuild parts of Pixie Hollow, Gruff is ready for hibernation. The fairies light up the path to his cave. Can you count how many lights the fairies are holding up?

There are _____ lights.

Fairy Quiz

A Present For Gruff

When Gruff goes into hibernation, each of the fairies give Gruff a present. Can you guess who gives him what? Draw a line from each present to the correct fairy.

1 A custom-built bed to sleep in.

2 A night lamp, so it never gets too dark.

3 Some fresh air to keep him cool.

4 Spring-filled water bowl that never runs dry.

5 A fluffy pillow.

ANSWER: 1/Tink; 2/Iridessa; 3/Vidia; 4/Silvermist; 5/Rosetta

Coloring

Gruff and Fawn have saved Pixie Hollow, the mystery behind the Legend of the NeverBeast has been revealed, and now it is time for Gruff to go to sleep. Give him and the fairies some of the most beautiful colors you can think of.

Mail

Do you have something
to ask, tell or show your fairy friends?

Then write to:

In the next issue...

...the magic continues with Tinker Bell and her friends. Read the stories and discover lots of pages filled with fun activities, crafts, quizzes and cute pictures to color.

Disney Fairies Tinker Bell

Publisher:
Gianfranco Cordara

Executive Editor:
Carlotta Quattrocolo

Editorial Team:
Bianca Coletti (Director, Magazines), Guido Frazzini (Director Comics), Stefano Ambrosio (Executive Editor, New IP), Roberta Zilio (Senior Editor), Behnoosh Khalili (Senior Editor), Julie Dorris (Senior Editor)

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Enrico Soave (Senior Designer)

Art:
Ken Shue (VP, Global Art), Roberto Santillo (Creative Director), Marco Ghiglione (Creative Manager), Stefano Attardi (Computer Art Designer)

Portfolio Management:
Olivia Ciancarelli (Director)

Business & Marketing:
Camilla Vedove (Managing Editor), Mariantonietta Galla (Marketing Manager), Virpi Korhonen (Editorial Manager), Kristen Ginter (Publishing Coordinator)

Special Thanks:
Disneytoon Studios Team , Heather Knowles

Project Design:
La Fabbrica delle Idee - Milano

Editing:
Sara Jerichau and Anne Sofie Sternberg, Egmont Creative Center

Contributors:
Alice Buoli, Viviana Garofalo, Marta Moccaldi

Comics:
THE LEGEND OF THE NEVERBEAST
Layout: Sara Storino
Cleanup: Veronica Di Lorenzo and Letizia Algeri
Ink: Cristina Stella
Paint: Studio Kawaii

Design and Editing: John Green, Fabbrica delle Idee, Lito milano S.r.l., co-d S.r.l. - Milano

DISNEY PUBLISHING WORLDWIDE
Global Magazines, Comics and Parworks

ISSN 2753-7285
Disney Fairies
The Walt Disney Company Limited
3 Queen Caroline Street,
Hammersmith, London, W6 9PE

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